

AMENDMENTS TO THE CLAIMS

Please accept amended claims 5, 6, 16 and 21 as follows:

1. (Original) A computer-implemented method for representing an environment having at least one aspect comprising the steps of:

representing aspects in an activity map comprising at least two perspectives; and

representing a state of a user within the environment as a tangible link between each perspective.

2. (Original) The computer-implemented method of claim 1, wherein the state of the user includes user activity within the environment.

3. (Original) The computer-implemented method of claim 1, further comprising the step of dynamically incorporating the state of the user in the activity map.

4. (Original) The computer-implemented method of claim 1, wherein the state of the user includes one of a user location, a user status within a hierarchy, a user emotion, and a quality of user conversation.

5. (Currently Amended) The computer-implemented method of claim 1, wherein the tangible link is ~~a tangible cue which~~ associates the at least two perspectives ~~represented by~~ of the activity map.

6. (Currently Amended) The computer-implemented method of claim 5, wherein the tangible link is a ~~tangible visual cue~~ line linking a user's activity represented separately in the at least two perspectives of the activity map.

7. (Original) The computer-implemented method of claim 5, wherein the tangible link is one of a tangible aural cue, and a tangible tactile cue.

8. (Original) The computer-implemented method of claim 1, wherein the activity map includes a geographic perspective and a discussion perspective, the two perspectives associated by the user state within the environment.

9. (Original) The computer-implemented method of claim 8, wherein the discussion aspect includes at least one topic, and links the activity map to a second activity map representing the topic in at least two perspectives.

10. (Original) The computer-implemented method of claim 1, wherein each perspective is one of a representation of the user state, and a representation of user input to the environment.

11. (Original) The computer-implemented method of claim 1, wherein the environment is a transactional environment.

12. (Original) A program storage device readable by machine, tangibly embodying a program of instructions executable by the machine to perform method steps for interacting with an environment having an aspect, the method steps comprising:

- representing the aspect in an activity map including at least two perspectives;
- representing an activity of a user within the environment; and
- representing the activity of the user as a tangible link between each perspective.

13. (Original) The program storage device of claim 12, wherein the environment is a transactional environment and the user is a market participant.

14. (Original) The program storage device of claim 12, wherein the activity map includes at least one perspective in which an on-line transaction is conducted.

15. (Original) The program storage device of claim 12, wherein the tangible link is a tangible cue which associates the perspectives.

16. (Currently Amended) The program storage device of claim ~~15~~ 12, wherein the tangible link is a ~~tangible visual cue~~ line linking a user's activity represented separately in the at least two perspectives of the activity map.

17. (Original) The program storage device of claim 12, wherein a single perspective incorporates more than one aspect.

18. (Original) The program storage device of claim 12, wherein the aspect may be represented by more than one perspective.

19. (Original) A computer-implemented method for representing a transactional environment having aspects comprising the steps of:

representing aspects in an activity map comprising at least two associated perspectives, wherein the perspectives are associated by a market participant;
providing at least one perspective in which an on-line transaction is conducted between at least two market participants; and
representing the market participants within the activity map.

20. (Original) The computer-implemented method of claim 19, wherein perspectives of the activity map are associated by market participant activity.

21. (Currently Amended) The computer-implemented method of claim 19, wherein the association between perspectives is represented as a tangible link connecting perspectives, wherein the tangible link is a line linking the market participants activity represented separately in the at least two associated perspectives of the activity map.

22. (Original) The computer-implemented method of claim 19, wherein the transactional environment is one of a business, a market place, and an auction house.